Perceptrons An Introduction To Computational Geometry Expanded Edition

Artificial Intelligence EnginesA Statistical Approach to Neural Networks for Pattern RecognitionPerceptronsPrinciples of NeurodynamicsPerceptrons (Book)Artificial Neural NetworksReinforcement LearningGuide to Neural Computing ApplicationsGateway to MemoryIntroduction To The Theory Of Neural ComputationAn Introduction to the Modeling of Neural NetworksThe Emotion MachineAn Introduction to Genetic AlgorithmsCurves for the Mathematically CuriousComputational Intelligence: A CompendiumUnderstanding Machine LearningModels of Neurons and Perceptrons: Selected Problems and ChallengesDiscrete and Computational GeometryNeural Networks and Statistical LearningAn Introduction to Neural NetworksIntroduction to Machine LearningNeural Computing - An IntroductionThe Turing OptionAn Introduction to Neural NetworksFundamentals of Computational IntelligencePerceptronsNeural NetworksThe PerceptronComputationComputational IntelligenceAn Introduction to Neural Network Methods for Differential EquationsComputational Ecology: Artificial Neural Networks And Their ApplicationsPerceptronsIntelligent SystemsFundamentals of Computational NeuroscienceSupervised and Unsupervised Pattern RecognitionComputational Neuroscience and Cognitive ModellingComputational IntelligenceTuring's ConnectionismAn Introduction to Computational Learning Theory

Artificial Intelligence Engines

A Statistical Approach to Neural Networks for Pattern Recognition

"For the neuroscientist or psychologist who cringes at the sight of mathematical formulae and whose eyes glaze over at terms like differential equations, linear algebra, vectors, matrices, Bayes' rule, and Boolean logic, this book just might be the therapy needed." - Anjan Chatterjee, Professor of Neurology, University of Pennsylvania "Anderson provides a gentle introduction to computational aspects of psychological science, managing to respect the reader's intelligence while also being completely unintimidating. Using carefully-selected computational demonstrations, he guides students through a wide array of important approaches and tools, with little in the way of prerequisitesI recommend it with enthusiasm." - Asohan Amarasingham, The City University of New York This unique, self-contained and accessible textbook provides an introduction to computational modelling neuroscience accessible to readers with little or no background in computing or mathematics. Organized into thematic sections, the book spans from modelling integrate and firing neurons to playing the game Rock, Paper, Scissors in ACT-R. This non-technical guide shows how basic knowledge and modern computers can be

combined for interesting simulations, progressing from early exercises utilizing spreadsheets, to simple programs in Python. Key Features include: Interleaved chapters that show how traditional computing constructs are simply disguised versions of the spread sheet methods. Mathematical facts and notation needed to understand the modelling methods are presented at their most basic and are interleaved with biographical and historical notes for contex. Numerous worked examples to demonstrate the themes and procedures of cognitive modelling. An excellent text for postgraduate students taking courses in research methods, computational neuroscience, computational modelling, cognitive science and neuroscience. It will be especially valuable to psychology students.

Perceptrons

The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. Introduction to Machine Learning is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing.Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of Introduction to Machine Learning reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptrons and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

Principles of Neurodynamics

This tutorial text provides the reader with an understanding of artificial neural networks (ANNs), and their application, beginning with the biological systems which inspired them, through the learning methods that have been developed, and the data collection processes, to the many ways ANNs are being used today. The material is presented with a minimum of math (although the mathematical details are included in the appendices for interested readers), and with a maximum of hands-on experience. All specialized terms are included in a glossary. The result is a highly readable text that will teach the

engineer the guiding principles necessary to use and apply artificial neural networks.

Perceptrons (Book)

Provides an in-depth and even treatment of the three pillars of computational intelligence and how they relate to one another This book covers the three fundamental topics that form the basis of computational intelligence: neural networks, fuzzy systems, and evolutionary computation. The text focuses on inspiration, design, theory, and practical aspects of implementing procedures to solve real-world problems. While other books in the three fields that comprise computational intelligence are written by specialists in one discipline, this book is co-written by current former Editor-in-Chief of IEEE Transactions on Neural Networks and Learning Systems, a former Editor-in-Chief of IEEE Transactions on Fuzzy Systems, and the founding Editor-in-Chief of IEEE Transactions on Evolutionary Computation. The coverage across the three topics is both uniform and consistent in style and notation. Discusses single-layer and multilayer neural networks, radial-basis function networks, and recurrent neural networks Covers fuzzy set theory, fuzzy relations, fuzzy logic interference, fuzzy clustering and classification, fuzzy measures and fuzzy integrals Examines evolutionary optimization, evolutionary learning and problem solving, and collective intelligence Includes end-of-chapter practice problems that will help readers apply methods and techniques to real-world problems Fundamentals of Computational intelligence is written for advanced undergraduates, graduate students, and practitioners in electrical and computer engineering, computer science, and other engineering disciplines.

Artificial Neural Networks

This book introduces a variety of neural network methods for solving differential equations arising in science and engineering. The emphasis is placed on a deep understanding of the neural network techniques, which has been presented in a mostly heuristic and intuitive manner. This approach will enable the reader to understand the working, efficiency and shortcomings of each neural network technique for solving differential equations. The objective of this book is to provide the reader with a sound understanding of the foundations of neural networks and a comprehensive introduction to neural network methods for solving differential equations together with recent developments in the techniques and their applications. The book comprises four major sections. Section I consists of a brief overview of differential equations and the relevant physical problems arising in science and engineering. Section II illustrates the history of neural networks starting from their beginnings in the 1940s through to the renewed interest of the 1980s. A general introduction to neural networks and learning technologies is presented in Section III. This section also includes the description of the multilayer perceptron and its learning methods. In Section IV, the different neural network methods for solving differential equations are introduced, including discussion of the most recent developments in the field. Advanced students and researchers in

mathematics, computer science and various disciplines in science and engineering will find this book a valuable reference source.

Reinforcement Learning

This book is a beginning graduate-level introduction to neural networks which is divided into four parts.

Guide to Neural Computing Applications

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Gateway to Memory

Introduction To The Theory Of Neural Computation

Neural networks are a computing paradigm that is finding increasing attention among computer scientists. In this book, theoretical laws and models previously scattered in the literature are brought together into a general theory of artificial neural nets. Always with a view to biology and starting with the simplest nets, it is shown how the properties of models change when more general computing elements and net topologies are introduced. Each chapter contains examples,

numerous illustrations, and a bibliography. The book is aimed at readers who seek an overview of the field or who wish to deepen their knowledge. It is suitable as a basis for university courses in neurocomputing.

An Introduction to the Modeling of Neural Networks

Neural networks have shown enormous potential for commercial exploitation over the last few years but it is easy to overestimate their capabilities. A few simple algorithms will learn relationships between cause and effect or organise large volumes of data into orderly and informative patterns but they cannot solve every problem and consequently their application must be chosen carefully and appropriately. This book outlines how best to make use of neural networks. It enables newcomers to the technology to construct robust and meaningful non-linear models and classifiers and benefits the more experienced practitioner who, through over familiarity, might otherwise be inclined to jump to unwarranted conclusions. The book is an invaluable resource not only for those in industry who are interested in neural computing solutions, but also for final year undergraduates or graduate students who are working on neural computing projects. It provides advice which will help make the best use of the growing number of commercial and public domain neural network software products, freeing the specialist from dependence upon external consultants.

The Emotion Machine

Computational Intelligence: An Introduction, Second Edition offers an in-depth exploration into the adaptive mechanisms that enable intelligent behaviour in complex and changing environments. The main focus of this text is centred on the computational modelling of biological and natural intelligent systems, encompassing swarm intelligence, fuzzy systems, artificial neutral networks, artificial immune systems and evolutionary computation. Engelbrecht provides readers with a wide knowledge of Computational Intelligence (CI) paradigms and algorithms; inviting readers to implement and problem solve real-world, complex problems within the CI development framework. This implementation framework will enable readers to tackle new problems without any difficulty through a single Java class as part of the CI library. Key features of this second edition include: A tutorial, hands-on based presentation of the material. State-of-the-art coverage of the most recent developments in computational intelligence with more elaborate discussions on intelligence and artificial intelligence (AI). New discussion of Darwinian evolution versus Lamarckian evolution, also including swarm robotics, hybrid systems and artificial immune systems. A section on how to perform empirical studies; topics including statistical analysis of stochastic algorithms, and an open source library of CI algorithms. Tables, illustrations, graphs, examples, assignments, Java code implementing the algorithms, and a complete CI implementation and experimental framework. Computational Intelligence: An Introduction, Second Edition is essential reading for third and fourth year undergraduate and postgraduate students studying CI. The first edition has been prescribed by a number of overseas universities and is thus a valuable teaching tool.

In addition, it will also be a useful resource for researchers in Computational Intelligence and Artificial Intelligence, as well as engineers, statisticians, operational researchers, and bioinformaticians with an interest in applying AI or CI to solve problems in their domains. Check out http://www.ci.cs.up.ac.za for examples, assignments and Java code implementing the algorithms.

An Introduction to Genetic Algorithms

Christof Teuscher revives, analyzes, and simulates Turing's ideas, applying them to different types of problems, and building and training Turing's machines using evolutionary algorithms. In a little known paper entitled 'Intelligent Machinery' Turing investigated connectionist networks, but his work was dismissed as a 'schoolboy essay'and it was left unpublished until 1968, 14 years after his death. This is not a book about today's (classical) neural networks, but about the neuron network-like structures proposed by Turing. One of its novel features is that it actually goes beyond Turing's ideas by proposing new machines. The book also contains a Foreward by B. Jack Copeland and D. Proudfoot.

Curves for the Mathematically Curious

Neural computing is one of the most interesting and rapidly growing areas of research, attracting researchers from a wide variety of scientific disciplines. Starting from the basics, Neural Computing covers all the major approaches, putting each in perspective in terms of their capabilities, advantages, and disadvantages. The book also highlights the applications of each approach and explores the relationships among models developed and between the brain and its function. A comprehensive and comprehensible introduction to the subject, this book is ideal for undergraduates in computer science, physicists, communications engineers, workers involved in artificial intelligence, biologists, psychologists, and physiologists.

Computational Intelligence: A Compendium

In this mind-expanding book, scientific pioneer Marvin Minsky continues his groundbreaking research, offering a fascinating new model for how our minds work. He argues persuasively that emotions, intuitions, and feelings are not distinct things, but different ways of thinking. By examining these different forms of mind activity, Minsky says, we can explain why our thought sometimes takes the form of carefully reasoned analysis and at other times turns to emotion. He shows how our minds progress from simple, instinctive kinds of thought to more complex forms, such as consciousness or self-awareness. And he argues that because we tend to see our thinking as fragmented, we fail to appreciate what powerful thinkers we really are. Indeed, says Minsky, if thinking can be understood as the step-by-step process that it is, then we can build machines -- artificial intelligences -- that not only can assist with our thinking by thinking as we do but have the potential to

be as conscious as we are. Eloquently written, The Emotion Machine is an intriguing look into a future where more powerful artificial intelligences await.

Understanding Machine Learning

There are many books on neural networks, some of which cover computational intelligence, but none that incorporate both feature extraction and computational intelligence, as Supervised and Unsupervised Pattern Recognition does. This volume describes the application of a novel, unsupervised pattern recognition scheme to the classification of various types of waveforms and images. This substantial collection of recent research begins with an introduction to Neural Networks, classifiers, and feature extraction methods. It then addresses unsupervised and fuzzy neural networks and their applications to handwritten character recognition and recognition of normal and abnormal visual evoked potentials. The third section deals with advanced neural network architectures-including modular design-and their applications to medicine and three-dimensional NN architecture simulating brain functions. The final section discusses general applications and simulations, such as the establishment of a brain-computer link, speaker identification, and face recognition. In the quickly changing field of computational intelligence, every discovery is significant. Supervised and Unsupervised Pattern Recognition gives you access to many notable findings in one convenient volume.

Models of Neurons and Perceptrons: Selected Problems and Challenges

In this richly illustrated book, deep neural network learning algorithms are explained informally first, followed by detailed mathematical analyses. Written in an informal style, with a comprehensive glossary, tutorial appendices, and further readings, this is an ideal introduction to the algorithmic engines of modern artificial intelligence.

Discrete and Computational Geometry

An Introduction to Neural Networks falls into a new ecological niche for texts. Based on notes that have been class-tested for more than a decade, it is aimed at cognitive science and neuroscience students who need to understand brain function in terms of computational modeling, and at engineers who want to go beyond formal algorithms to applications and computing strategies. It is the only current text to approach networks from a broad neuroscience and cognitive science perspective, with an emphasis on the biology and psychology behind the assumptions of the models, as well as on what the models might be used for. It describes the mathematical and computational tools needed and provides an account of the author's own ideas. Students learn how to teach arithmetic to a neural network and get a short course on linear associative memory and adaptive maps. They are introduced to the author's brain-state-in-a-box (BSB) model and are provided with

some of the neurobiological background necessary for a firm grasp of the general subject. The field now known as neural networks has split in recent years into two major groups, mirrored in the texts that are currently available: the engineers who are primarily interested in practical applications of the new adaptive, parallel computing technology, and the cognitive scientists and neuroscientists who are interested in scientific applications. As the gap between these two groups widens, Anderson notes that the academics have tended to drift off into irrelevant, often excessively abstract research while the engineers have lost contact with the source of ideas in the field. Neuroscience, he points out, provides a rich and valuable source of ideas about data representation and setting up the data representation is the major part of neural network programming. Both cognitive science and neuroscience give insights into how this can be done effectively: cognitive science suggests what to compute and neuroscience suggests how to compute it.

Neural Networks and Statistical Learning

Comprehensive introduction to the neural network models currently under intensive study for computational applications. It also provides coverage of neural network applications in a variety of problems of both theoretical and practical interest.

An Introduction to Neural Networks

Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Computational learning theory is a new and rapidly expanding area of research that examines formal models of induction with the goals of discovering the common methods underlying efficient learning algorithms and identifying the computational impediments to learning. Each topic in the book has been chosen to elucidate a general principle, which is explored in a precise formal setting. Intuition has been emphasized in the presentation to make the material accessible to the nontheoretician while still providing precise arguments for the specialist. This balance is the result of new proofs of established theorems, and new presentations of the standard proofs. The topics covered include the motivation, definitions, and fundamental results, both positive and negative, for the widely studied L. G. Valiant model of Probably Approximately Correct Learning; Occam's Razor, which formalizes a relationship between learning and data compression; the Vapnik-Chervonenkis dimension; the equivalence of weak and strong learning; efficient learning in the presence of noise by the method of statistical queries; relationships between learning and cryptography, and the resulting computational limitations on efficient learning; reducibility between learning problems; and algorithms for learning finite automata from active experimentation.

Introduction to Machine Learning

Computing Methodologies -- Artificial Intelligence.

Neural Computing - An Introduction

Computational Intelligence: A Compendium presents a well structured overview about this rapidly growing field with contributions from leading experts in Computational Intelligence. The main focus of the compendium is on applied methods, tried-and-proven as being effective to realworld problems, which is especially useful for practitioners, researchers, students and also newcomers to the field. This state-of- handbook-style book has contributions by leading experts.

The Turing Option

Due to the complexity and non-linearity of most ecological problems, artificial neural networks (ANNs) have attracted attention from ecologists and environmental scientists in recent years. As these networks are increasingly being used in ecology for modeling, simulation, function approximation, prediction, classification and data mining, this unique and self-contained book will be the first comprehensive treatment of this subject, by providing readers with overall and in-depth knowledge on algorithms, programs, and applications of ANNs in ecology. Moreover, a new area of ecology, i.e., computational ecology, is proposed and its scopes and objectives are defined and discussed.Computational Ecology consists of two parts: the first describes the methods and algorithms of ANNs, interpretability and mathematical generalization of neural networks, Matlab neural network toolkit, etc., while the second provides case studies of applications of ANNs in ecology, Matlab codes, and comparisons of ANNs with conventional methods. This publication will be a valuable reference for research scientists, university teachers, graduate students and high-level undergraduates in the areas of ecology, environmental sciences, and computational science.

An Introduction to Neural Networks

This book describes models of the neuron and multilayer neural structures, with a particular focus on mathematical models. It also discusses electronic circuits used as models of the neuron and the synapse, and analyses the relations between the circuits and mathematical models in detail. The first part describes the biological foundations and provides a comprehensive overview of the artificial neural networks. The second part then presents mathematical foundations, reviewing elementary topics, as well as lesser-known problems such as topological conjugacy of dynamical systems and the shadowing property. The final two parts describe the models of the neuron, and the mathematical analysis of the properties

of artificial multilayer neural networks. Combining biological, mathematical and electronic approaches, this multidisciplinary book it useful for the mathematicians interested in artificial neural networks and models of the neuron, for computer scientists interested in formal foundations of artificial neural networks, and for the biologists interested in mathematical and electronic models of neural structures and processes.

Fundamentals of Computational Intelligence

The new edition of Fundamentals of Computational Neuroscience build on the success and strengths of the first edition. It introduces the theoretical foundations of neuroscience with a focus on the nature of information processing in the brain. The book covers the introduction and motivation of simplified models of neurons that are suitable for exploring information processing in large brain-like networks. Additionally, it introduces several fundamental networkarchitectures and discusses their relevance for information processing in the brain, giving some examples of models of higher-order cognitive functions to demonstrate the advanced insight that can begained with such studies.

Perceptrons

The first systematic study of parallelism in computation by two pioneers in the field. Reissue of the 1988 Expanded Edition with a new foreword by Léon Bottou In 1969, ten years after the discovery of the perceptron—which showed that a machine could be taught to perform certain tasks using examples—Marvin Minsky and Seymour Papert published Perceptrons, their analysis of the computational capabilities of perceptrons for specific tasks. As Léon Bottou writes in his foreword to this edition, "Their rigorous work and brilliant technique does not make the perceptron look very good." Perhaps as a result, research turned away from the perceptron. Then the pendulum swung back, and machine learning became the fastest-growing field in computer science. Minsky and Papert's insistence on its theoretical foundations is newly relevant. Perceptrons—the first systematic study of parallelism in computation—marked a historic turn in artificial intelligence, returning to the idea that intelligence might emerge from the activity of networks of neuron-like entities. Minsky and Papert provided mathematical analysis that showed the limitations of a class of computing machines that could be considered as models of the brain. Minsky and Papert added a new chapter in 1987 in which they discuss the state of parallel computers, and note a central theoretical challenge: reaching a deeper understanding of how "objects" or "agents" with individuality can emerge in a network. Progress in this area would link connectionism with what the authors have called "society theories of mind."

Neural Networks

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

The Perceptron

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Perceptrons: an introduction to computational geometry is a book authored by Marvin Minsky and Seymour Papert, published in 1969. An edition with handwritten corrections and additions was released in the early 1970s. An expanded edition was further released in 1987, containing a chapter dedicated to counter the criticisms made in the 1980s towards it. The main subject of the book is the perceptron, an important kind of artificial neural network developed in the late 1950s and early 1960s. The main researcher on perceptrons was Frank Rosenblatt, author of the book Principles of Neurodynamics. Rosenblatt and Minsky knew each other since adolescence, having studied with a one year difference at the Bronx High School of Science.

Computation

Reissue of the 1988 Expanded Edition with a new foreword by Léon Bottou In 1969, ten years after the discovery of the perceptron -- which showed that a machine could be taught to perform certain tasks using examples -- Marvin Minsky and Seymour Papert published Perceptrons, their analysis of the computational capabilities of perceptrons for specific tasks. As Léon Bottou writes in his foreword to this edition, "Their rigorous work and brilliant technique does not make the perceptron look very good." Perhaps as a result, research turned away from the perceptron. Then the pendulum swung back, and machine learning became the fastest-growing field in computer science. Minsky and Papert's insistence on its theoretical foundations is newly relevant. Perceptrons -- the first systematic study of parallelism in computation -- marked a historic turn in artificial intelligence, returning to the idea that intelligence might emerge from the activity of networks of neuron-like entities. Minsky and Papert provided mathematical analysis that showed the limitations of a class of computing machines that could be considered as models of the brain. Minsky and Papert added a new chapter in 1987 in which they discuss the state of parallel computers, and note a central theoretical challenge: reaching a deeper understanding of how "objects" or "agents" with individuality can emerge in a network. Progress in this area would link connectionism with what the authors have called "society theories of mind."

Computational Intelligence

Turing Option is written by Harry Harrison who is also the author of Deathworld, Make Room! Make Room! (filmed as

Soylent Green), the popular Stainless Steel Rat books, and many other famous works of SF. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An Introduction to Neural Network Methods for Differential Equations

Genetic algorithms : an overview - Genetic algorithms in problem solving - Genetic algorithms in scientific models - Theoretical foundations of genetic algorithms - Implementing a genetic algorithm.

Computational Ecology: Artificial Neural Networks And Their Applications

Discrete geometry is a relatively new development in pure mathematics, while computational geometry is an emerging area in applications-driven computer science. Their intermingling has yielded exciting advances in recent years, yet what has been lacking until now is an undergraduate textbook that bridges the gap between the two. Discrete and Computational Geometry offers a comprehensive yet accessible introduction to this cutting-edge frontier of mathematics and computer science. This book covers traditional topics such as convex hulls, triangulations, and Voronoi diagrams, as well as more recent subjects like pseudotriangulations, curve reconstruction, and locked chains. It also touches on more advanced material, including Dehn invariants, associahedra, quasigeodesics, Morse theory, and the recent resolution of the Poincaré conjecture. Connections to real-world applications are made throughout, and algorithms are presented independently of any programming language. This richly illustrated textbook also features numerous exercises and unsolved problems. The essential introduction to discrete and computational geometry Covers traditional topics as well as new and advanced material Features numerous full-color illustrations, exercises, and unsolved problems Suitable for sophomores in mathematics, computer science, engineering, or physics Rigorous but accessible An online solutions manual is available (for teachers only). To obtain access, please e-mail: Vickie_Kearn@press.princeton.edu

Perceptrons

This book is dedicated to intelligent systems of broad-spectrum application, such as personal and social biosafety or use of intelligent sensory micro-nanosystems such as "e-nose", "e-tongue" and "e-eye". In addition to that, effective acquiring information, knowledge management and improved knowledge transfer in any media, as well as modeling its information content using meta-and hyper heuristics and semantic reasoning all benefit from the systems covered in this book. Intelligent systems can also be applied in education and generating the intelligent distributed eLearning architecture, as well as in a large number of technical fields, such as industrial design, manufacturing and utilization, e.g., in precision agriculture, cartography, electric power distribution systems, intelligent building management systems, drilling operations

etc. Furthermore, decision making using fuzzy logic models, computational recognition of comprehension uncertainty and the joint synthesis of goals and means of intelligent behavior biosystems, as well as diagnostic and human support in the healthcare environment have also been made easier.

Intelligent Systems

Though mathematical ideas underpin the study of neural networks, the author presents the fundamentals without the full mathematical apparatus. All aspects of the field are tackled, including artificial neurons as models of their real counterparts; the geometry of network action in pattern space; gradient descent methods, including back-propagation; associative memory and Hopfield nets; and self-organization and feature maps. The traditionally difficult topic of adaptive resonance theory is clarified within a hierarchical description of its operation. The book also includes several real-world examples to provide a concrete focus. This should enhance its appeal to those involved in the design, construction and management of networks in commercial environments and who wish to improve their understanding of network simulator packages. As a comprehensive and highly accessible introduction to one of the most important topics in cognitive and computer science, this volume should interest a wide range of readers, both students and professionals, in cognitive science, psychology, computer science and electrical engineering.

Fundamentals of Computational Neuroscience

Supervised and Unsupervised Pattern Recognition

This book is for students and researchers who have a specific interest in learning and memory and want to understand how computational models can be integrated into experimental research on the hippocampus and learning. It emphasizes the function of brain structures as they give rise to behavior, rather than the molecular or neuronal details. It also emphasizes the process of modeling, rather than the mathematical details of the models themselves. The book is divided into two parts. The first part provides a tutorial introduction to topics in neuroscience, the psychology of learning and memory, and the theory of neural network models. The second part, the core of the book, reviews computational models of how the hippocampus cooperates with other brain structures--including the entorhinal cortex, basal forebrain, cerebellum, and primary sensory and motor cortices--to support learning and memory in both animals and humans. The book assumes no prior knowledge of computational modeling or mathematics. For those who wish to delve more deeply into the formal details of the models, there are optional "mathboxes" and appendices. The book also includes extensive references and suggestions for further readings.

Computational Neuroscience and Cognitive Modelling

Ten amazing curves personally selected by one of today's most important math writers Curves for the Mathematically Curious is a thoughtfully curated collection of ten mathematical curves, selected by Julian Havil for their significance, mathematical interest, and beauty. Each chapter gives an account of the history and definition of a curve, providing a glimpse into the elegant and often surprising mathematics involved in its creation and evolution. In telling the ten stories, Havil introduces many mathematicians and other innovators, some whose fame has withstood the passing of years and others who have slipped into comparative obscurity. You will meet Pierre Bézier, who is known for his ubiquitous and eponymous curves, and Adolphe Quetelet, who trumpeted the ubiquity of the normal curve but whose name now hides behind the modern body mass index. These and other ingenious thinkers engaged with the challenges, incongruities, and insights to be found in these remarkable curves—and now you can share in this adventure. Curves for the Mathematically Curious is a rigorous and enriching mathematical experience for anyone interested in curves, and the book is designed so that readers who choose can follow the details with pencil and paper. Every curve has a story worth telling.

Computational Intelligence

An accessible and up-to-date treatment featuring the connection between neural networks and statistics A Statistical Approach to Neural Networks for Pattern Recognition presents a statistical treatment of the Multilayer Perceptron (MLP), which is the most widely used of the neural network models. This book aims to answer questions that arise when statisticians are first confronted with this type of model, such as: How robust is the model to outliers? Could the model be made more robust? Which points will have a high leverage? What are good starting values for the fitting algorithm? Thorough answers to these questions and many more are included, as well as worked examples and selected problems for the reader. Discussions on the use of MLP models with spatial and spectral data are also included. Further treatment of highly important principal aspects of the MLP are provided, such as the robustness of the model in the event of outlying or atypical data; the influence and sensitivity curves of the MLP; why the MLP is a fairly robust model; and modifications to make the MLP more robust. The author also provides clarification of several misconceptions that are prevalent in existing neural network literature. Throughout the book, the MLP model is extended in several directions to show that a statistical modeling approach can make valuable contributions, and further exploration for fitting MLP models is made possible via the R and S-PLUS® codes that are available on the book's related Web site. A Statistical Approach to Neural Networks for Pattern Recognition successfully connects logistic regression and linear discriminant analysis, thus making it a critical reference and self-study guide for students and professionals alike in the fields of mathematics, statistics, computer science, and electrical engineering.

Turing's Connectionism

This clearly-structured, classroom-tested textbook/reference presents a methodical introduction to the field of CI. Providing an authoritative insight into all that is necessary for the successful application of CI methods, the book describes fundamental concepts and their practical implementations, and explains the theoretical background underpinning proposed solutions to common problems. Only a basic knowledge of mathematics is required. Features: provides electronic supplementary material at an associated website, including module descriptions, lecture slides, exercises with solutions, and software tools; contains numerous examples and definitions throughout the text; presents self-contained discussions on artificial neural networks, evolutionary algorithms, fuzzy systems and Bayesian networks; covers the latest approaches, including ant colony optimization and probabilistic graphical models; written by a team of highly-regarded experts in CI, with extensive experience in both academia and industry.

An Introduction to Computational Learning Theory

This book provides a broad yet detailed introduction to neural networks and machine learning in a statistical framework. A single, comprehensive resource for study and further research, it explores the major popular neural network models and statistical learning approaches with examples and exercises and allows readers to gain a practical working understanding of the content. This updated new edition presents recently published results and includes six new chapters that correspond to the recent advances in computational learning theory, sparse coding, deep learning, big data and cloud computing. Each chapter features state-of-the-art descriptions and significant research findings. The topics covered include: • multilayer perceptron; • the Hopfield network; • associative memory models;• clustering models and algorithms; • t he radial basis function network; • recurrent neural networks; • nonnegative matrix factorization; • independent component analysis; •probabilistic and Bayesian networks; and • fuzzy sets and logic. Focusing on the prominent accomplishments and their practical aspects, this book provides academic and technical staff, as well as graduate students and researchers with a solid foundation and comprehensive reference on the fields of neural networks, pattern recognition, signal processing, and machine learning.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION